



100 Pieces of Magical Clothing for the Busy Game Master



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Lucky Dice Games

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Welcome to **100 Pieces of Magical Clothing for the Busy Game Master** – a list of odd and unusual magical items built with a foundational piece of clothing as its receptacle of power. Each piece in the list is a unique magic item for an adventurer to use in the right situation to get an edge over a monster, trap, or other condition. Each item is built with a particular type of clothing at its core, but feel free to change the type of clothing to something that your party members would better appreciate. Not everyone wants a cloak but might like the same magical abilities in a hat or cape.

Each piece of clothing has one or more fascinating abilities. As the game master, feel free to tinker with the clothing and change the clothing's type or magical abilities to fit the characters in your game world. Here are a few ideas of types of clothing you can work with while shaping these items for your game world. Feel free to use these suggestions to modify items in the list or add your own clothing ideas. The only limit is your imagination.

- | | | |
|-----------|------------|-------------------|
| • Apron | • Furs | • Shoes |
| • Belt | • Girdle | • Skirt |
| • Boots | • Gowns | • Slippers |
| • Cap | • Hat | • Stockings/socks |
| • Capes | • Headband | • Tie |
| • Cloaks | • Jacket | • Trench coat |
| • Coats | • Robes | • Trousers |
| • Collar | • Scarf | • Tunic |
| • Dresses | • Shirts | • Vest |

Take a bit of time to read each item in the list. Think of ways to make some of them a perfect fit for your game and the mix of player characters. Or drop them in as is to allow the players the excitement of finding a new and unusual bit of treasure and deciding which player benefits from its capabilities the most. Many items require attunement to be used. Others do not. Each item that needs attunement states this fact in the description.

Use this list to choose a random magic piece of clothing by rolling a D100 (or 2 D10s) or actively choosing a particular item to fit a specific player's character or game goal.

So, what are you waiting for?

Take any item on the list, apply a little imagination, and let the adventure unfold.

May all your adventures be spectacular!

1	<p>The Outfit of Mending is a complete set of clothing: shirt, pants, socks, underwear, jacket, and whatever else the player considers an entire ensemble. The quality of the clothes is respectable and can be comfortably worn just about anywhere an adventurer travels.</p> <p>The clothes have the unique ability to heal themselves of daily wear, tear, dirt and grime. Once per day, at midnight, the clothes magically clean and repair themselves. If the player is wearing them at the time, they make the player feel a bit ticklish.</p>
2	<p>The Costume of Quick Change is an ordinary set of clothing, all the pieces of which are made of brown materials. It includes everything from shoes to a hat.</p> <p>An attuned wearer can use an action to will the clothes into any form, color and design desired. This set of clothing is excellent for a performer or anyone who needs to don a disguise quickly.</p>
3	<p>The Jacket of Many Pockets is a quality trenchcoat made of deer leather that has been finely worked to be quite flexible and rainproof. The outside of the jacket is smooth and has three buttons and a belt. The inside has a single pocket sewn into it.</p> <p>The pocket inside the jacket has the same effect as a bag of holding with one difference. A new pocket forms when the wearer wants to store another item. The trenchcoat is large enough to support up to 20 pockets. When an item is removed, the pocket disappears.</p>
4	<p>The Shirt of Infinite Thread is a fine silk shirt with a single flaw. The bottom corner has a single thread hanging from it.</p> <p>This thread can be pulled out and tied to an object by issuing the command, “Unwind.” The wearer can travel up to five miles, leaving behind an indestructible thread trail. The wearer can say, “Retract” to pull the thread back into the shirt. The wearer can say, “Return” to follow the string back to its source. The string rewinds as the wearer traces it back to its source. At all times, the shirt stays fully intact.</p>
5	<p>The Tourniquet Belt is a blood red belt with holes spaced every inch and a heavy iron clasp. It fits any small to medium-sized humanoid.</p> <p>When the attuned wearer is injured and bleeding, the belt slithers off the waist and migrates to the wound. It forms a tourniquet at the correct place and proper tightness to stop the bleeding and any additional damage the bleeding potentially could have caused in subsequent rounds.</p>
6	<p>The Slippers of Stickiness is a set of delicate seeming shoes decorated with hundreds of bright colored threads and a surprisingly supple leather bottom. The slippers size themselves properly to fit any wearer and are very comfortable walking slippers.</p> <p>The slippers’ soles can counteract the effects of any slippery surface, even magical ones. Whether a passage is covered with oil or a grease spell, the wearer can treat the area as normal terrain without ill effects or disadvantages while traversing the space.</p>

7	<p>The Cloak of Gliding is a fine gray cloak that looks like a bird's wings when extended. It has two handles on its undersides that can be grasped to spread to its full, rigid extent.</p> <p>When the cloak is extended, it functions as a glider. The wearer can jump off a high point and glide in any direction that is at a lower elevation. The wearer can glide up to five feet for every foot drop of elevation and land on the ground gracefully. They are flexible enough to work in a deep pit's confines. It takes one reaction to deploy the cloak.</p>
8	<p>The Gloves of Finesse are fine silk gloves that are as thin as a spider's web. When worn, they still offer full sensitivity for all the fingers.</p> <p>The attuned wearer gains advantage on sleight of hand checks while picking locks or disarming traps.</p>
9	<p>The Cloak of the Chameleon is an iridescent silver floor-length hooded cloak with a simple string tie to keep it attached at the neck.</p> <p>When wrapped around the attuned wearer, the cloak takes on the appearance of the background, no matter what it is. Anyone looking at the wearer will see the background only, whether it be a wall, door, or even parts of a decorative parlor. As long as the wearer does not move, the wearer will be effectively invisible. If the wearer moves, the wearer can roll a stealth check to see if invisibility is maintained or if the cloak couldn't adapt to the background changes quickly enough. If the check fails, the wearer becomes briefly visible as a mysteriously cloaked figure before fading into the background.</p>
10	<p>Stinger is a bright yellow cape with dozens of fine black lines on its bottom edge. It is quite short and only falls to mid-waist.</p> <p>The attuned wearer can use the cape as a weapon. The wearer can perform a 360-degree twirl by expending an action, causing the cape to release three stings. The stingers can travel up to 25 feet and are guaranteed to hit (similar to the magic missile spell). Each sting causes 1d4 points of poison damage, and if the target fails a DC 14 Constitution saving throw, it is poisoned for one minute. The cape can be used thrice daily and recharges in the morning.</p>
11	<p>The Furs of Reeking is a set of well-preserved skunk hides sewn together to form a heavy scarf.</p> <p>On command, the attuned wearer can make the scarf emit a horrible stink in a 15' radius. Everyone in that radius must make a DC 15 Constitution saving throw or have disadvantage on attacks while staying within 15' of the wearer. Additionally, the wearer will have advantage against any that failed their saving throw. Once leaving the 15' radius, the effects wear off in one round. The effect lasts one minute and is centered on the wearer, so any that enters the range during this time must make the saving throw. This effect can be used once per day.</p>
12	<p>The Cape of Shadows is a gray-black cape that billows in ways that make it hard to make out its actual shape.</p>

	<p>The attuned wearer can activate the cape and turn incorporeal until deactivated. While in this form, the wearer can slip through the tiniest of cracks and has resistance to all damage types except psychic. The wearer cannot attack or interact with objects or living beings while in this form.</p>
13	<p>Slither is a belt made from the hide of a giant snake. It is iridescent green and fitted with a silver belt buckle that looks like a snake curling around itself.</p> <p>Once per day, the attuned wearer can turn into a giant poisonous snake as described in the core rulebooks. This effect lasts for ten minutes or until dismissed by the wearer.</p>
14	<p>The Cloak Of the Arachnid is a mottled brown and black cloak decorated with hundreds of tiny spiders on a spider web.</p> <p>The attuned wearer gains two abilities. The first is the ability to walk on any surface at normal walking speed. The second is expending an action to shoot a web up to 30', traversing the web's length.</p>
15	<p>This set of Shield Gloves is made of almost transparent white material that fits snugly on the wearer's hands. The gloves are embroidered with gold thread in the shape of a variety of runes.</p> <p>The attuned wearer can use the gloves to cast the shield spell three times per day as a reaction and gain a temporary +5 to AC. The effect ends at the end of the wearer's next turn.</p>
16	<p>The Vest of Mirrors is a simple vest with a checkered pattern cloth and two buttons that hold it closed. The inside of the vest is made of a mirror-like material that is reflective enough to show someone's reflection.</p> <p>The attuned wearer can use an action to open the vest and spin in a circle. While turning, three duplicates of the wearer spit out from the vest as it casts the equivalent of a mirror image spell. This effect can be used twice daily, and it recharges at dawn.</p>
17	<p>The Hat of Breathing is a blue felt hat covered in a material that looks like a fine fish net. It is very roomy and sits on the head loosely.</p> <p>The wearer can pull the hat downward, covering the entire face. When this is done, the hat becomes transparent and a receptacle for breathable air for ten minutes. It works underwater, in poisonous and low oxygen atmospheres, and in any other place where it could conceivably extract oxygen from the environment. This ability can be used once per day.</p>
18	<p>The Collar of the Eagle is a cloth collar made of a grayish-white cloth covered with a fine layer of down-like material. It fits snugly around the neck and is attached with a button carved from a piece of eagle skull.</p>

	Upon command, the wearer can polymorph into a giant eagle for ten minutes or grow eagle wings and gain flight ability as a movement choice for one minute. The collar's magical ability can be used once daily.
19	<p>The Coat of Eternal Battle is a scarred brown leather jacket with a white fur-lined interior.</p> <p>When attuned, the wearer has a 16 AC. In battle, if the attacker fails to hit by more than 5, the coat reflects the melee attacks onto the attacker, and the attacker takes half damage from the attack.</p>
20	<p>The Black Bear Cap is a fur cape made from a black bear's hide. The inside is leather, while the outside is rich black fur. On each side is a tanned bear's ear.</p> <p>The attuned wearer can use the power of the cap to gain the protective abilities of a bear totem barbarian for one minute when activated (i.e., resistance to everything except psychic damage). This ability can only be used once per day.</p>
21	<p>The Shirt of Necrotic Flames is a dirty shirt that has seen better days. It is filled with rips and holes, covered with dirt and grime, and smells slightly of a rotting corpse.</p> <p>The attuned wearer can use an action to get the shirt to ignite with sickly greenish-black flames. The flames last for one minute. On subsequent rounds, the wearer can cause the flames to travel into any weapon (melee or ranged) and cause an additional 2D6 necrotic damage on a successful hit. This damage bonus can only be used for a single attack per round. The shirt holds two charges and regains one charge per day.</p>
22	<p>The Shoes of Beguilement are a pair of leather shoes with straps winding up the legs. The shoes and straps are dyed a rainbow of colors and are polished to an almost glowing radiance.</p> <p>The attuned wearer can cause the shoe's radiance to flare up into the eyes of one target within 20' three times per day. If the target fails a DC 15 Wisdom saving throw, the target becomes stunned until the end of the wearer's next turn. The shoes regain 1D4-2 charges per day but no less than one charge.</p>
23	<p>The Slippers of Silence are a set of jet black slippers with soles made entirely of thick layers of soft felt.</p> <p>The attuned wearer can use them to gain an additional +5 to all their stealth rolls. Additionally, once per day, the wearer can become invisible per the invisible spell.</p>
24	<p>The Gown of Mists is a milky white and gray gown that looks like a fog cloud.</p> <p>The attuned wearer can use its ability to turn misty as a reaction. While in mist form, physical weapons (even magic ones) cause no harm, and magical weapons cause just half damage. The mist lasts until the end of the wearer's next turn. The gown has three charges and regains 1D4-1 charges per day.</p>

25	<p>The Boots of Cheetah Speed are made from the tanned hide of a cheetah. They are a beautiful orange with black spots and at the front are dark marks where the cheetah's claws would typically be if they were cheetah's paws.</p> <p>The attuned wearer gains the speed of a cheetah, gaining an additional 30' of movement per turn, and can dash as a bonus action.</p>
26	<p>The Robe of Weather is a rich black robe covered with thunderstorms showing dozens of lightning bolts and raining hail.</p> <p>The attuned wearer is immune to one daily lightning, thunder, or ice-based attack. Additionally, the wearer is resistant to damage from other attacks of those types during that same day. The wearer must state the immunity use before the damage amount is noted.</p>
27	<p>The Jacket of Moderate Temperatures is a brown leather jacket with a fleece lining and collar. It fits itself to the contours of the wearer and is very comfortable.</p> <p>The jacket moderates temperatures. Any temperatures between -30 and +130 degrees are very comfortable, and the wearer does not suffer exhaustion from temperatures within this broad band.</p>
28	<p>The Apron of Abundance is a simple white apron painted with a cornucopia surrounded by all sorts of delicious foods: fruits, vegetables, pies, loaves of bread, meats, stews, and much more.</p> <p>Anyone laying the apron on a flat surface and saying the magic word, "Feast," is greeted with an abundance of fine foods when the apron is lifted off the surface. It makes enough food to feed twelve people one meal. This ability can be used once daily.</p>
29	<p>The Slide Sandals are simple polished cork platforms with strips of black leather that wrap around the top of the foot and legs to hold the sandals in place.</p> <p>The attuned wearer can use a reaction to slide away from an attack. When activated, they give the wearer a +5 to AC for that one attack.</p>
30	<p>The Kilt of Dragonkind is a wool kilt dyed the color of a particular dragon and styled to show said dragon in flight with its breath weapon shooting out of its mouth.</p> <p>The attuned wearer of the kilt gains resistance to the type of energy represented by the dragon shown on it. A red dragon kilt protects against fire-based attacks. A blue dragon kilt protects against lightning-based attacks and so on.</p>
31	<p>The Cap of Tracking is a bright green derby-style felt hat with a three-inch wide brim.</p> <p>Placing the hat on one's head and concentrating on a location or item causes a map to appear inside the cap, showing the line of sight path to the target. The magic ignores the type and difficulty of the terrain, so it could indicate a course that is impossible to follow from the current location.</p>

32	<p>The Gloves of Rending is a pair of fine dark red leather gloves that fit the hands snugly but not in a constricting manner.</p> <p>When attuned, the wearer can cause talons to extend from the gloves, becoming a +1 weapon that causes 2D6 slashing damage when they strike a target.</p>
33	<p>The Headband of Eyes is a leather strap engraved with dozens of eyes. It expands and contracts to offer a firm but not tight fit on the head.</p> <p>When worn, the wearer is given the ability of darkvision out to 60' and truesight out to 10'.</p>
34	<p>The Scarf of Scarring is a 10' long scarf made of green-dyed wool. Its two ends are pointed, and the rest is approximately four inches wide.</p> <p>As an action, the wearer can flick the scarf at a target up to 10' away. A successful ranged hit causes a stream of acid to shoot out of the end of the scarf and cause 2D8 points of acid damage. The wearer can make one scarf attack per round.</p>
35	<p>The Vest of Rock is a simple silver and gray vest colored to look like a stone wall. Each of its three buttons is made from shaped bits of granite.</p> <p>As an action, the wearer can cast stoneskin and develop resistance to bludgeoning, piercing, and slashing damage for one minute.</p>
36	<p>The Belt of Immunity is a braided rope belt. Its braids are made of strings of several different colors, creating a helical design. The buckle is in the shape of a caduceus.</p> <p>The belt cures a person of all diseases. It does not require attunement but can only use its powers once daily. The person must wear the belt for ten minutes to be fully cured.</p>
37	<p>The Cape of the Manta is a jet-black waist-length cape with a tail falling towards the ground.</p> <p>The attuned wearer can use this cape to gain the ability to breathe underwater and to swim at normal movement speeds. The effects last for one hour and can be used once per day.</p>
38	<p>The Headband of Slipperiness is an oily-looking gray-black band that rests on one's crown. It has an oily texture and makes the wearer's hair take on a greasy appearance.</p> <p>As a reaction, the wearer can cause it to cover the entire body in grease, making it impossible for the wearer to be grappled due to becoming very slippery. The grease coating does not affect the wearer's abilities in any way. The grease lasts for one round, and the magic can be used thrice daily.</p>
39	<p>The Cap of Mists is a striped black and white hat roughly shaped to look like a cotton ball.</p> <p>The cap emits a dense fog cloud in a 20' radius when activated. Everyone in the fog is obscured and has disadvantage on attack rolls. A gust of wind can mitigate the effects of the fog cloud. Otherwise, it lasts for a minute before dissipating.</p>

40	<p>The Shirt of Magnificent Colors is a psychedelic shirt showing off a wild clashing of colors: red, orange, yellow, green, blue, indigo, violet, and a color that defies identification.</p> <p>The attuned wearer can cast a prismatic spray spell once per day.</p>
41	<p>The Furs of Blending is a cape of various muted brown colors cobbled together from the furs of different animals. It is remarkable for its unremarkableness.</p> <p>The attuned wearer can use a bonus action to hide in any terrain, even open space. While hiding, the wearer cannot move, or the glamour will be broken.</p>
42	<p>The Shirt of Zombie Fortitude is a shirt made of more than a dozen sewn strips of gray-white linen. The shirt's stitching makes the wearer's upper body look like it is enclosed in death wrappings before a burial.</p> <p>The shirt gives the wearer the zombie's undead fortitude ability. If the wearer falls to 0 HP in battle, the wearer can make a Constitution saving throw. If the roll is greater than five plus the damage taken on that final blow, the wearer falls to 1 HP instead.</p>
43	<p>The Cap of the Peacock is a simple forest brown cap with one peacock feather rising from it. The feather is cropped down so just the "eye" of it can be seen.</p> <p>The eye emits a faint hypnotic suggestion for anyone who can see it to be happy when ordered by the attuned wielder. The cap is an excellent item for a bard to use during performances but can also be used to gain an advantage on charisma-based checks.</p>
44	<p>The Gloves of Entry is a set of dark gloves with chalk-white fingertips.</p> <p>Once per day, the wearer can use the gloves to draw a closed shape (circle, rectangle, etc.) on a wall and have a magical portal to the nearest open area in that direction. The opening lasts one minute before closing.</p>
45	<p>The Belt of Resistance is a black leather belt with a three-piece circular buckle made of copper. It has a solid back piece, a rotating disk in its center, and a solid front piece welded to the back. The front has a section missing from its uppermost part, showing an image drawn on the rotating disk in the center.</p> <p>The attuned wearer can use a bonus action to gain resistance to a specific type of energy: fire, lightning, thunder, acid, necrotic, poison, or radiant. The wielder can change the resistance type every round.</p>
46	<p>The Scarf of Reflection is a bright yellow silk scarf covered with a series of embroidered mirrors in silver thread.</p> <p>Once per day, the wearer can use the power of the scarf to reflect a spell back to the caster. It does not work with area of effect spells.</p>
47	<p>The Hat of Forgetfulness is a stiff leather cowboy-style hat with a pin. The pin is in the shape of a closed eye.</p>

	<p>On command, as an action, the attuned wearer can cause the pin' closed eye to open. When open, it reveals a beautiful piece of turquoise that fires a blinding beam at a target the wearer can see. If the target fails a DC 15 Wisdom check, the target forgets what it is doing for one minute and wanders aimlessly. The target can reroll the wisdom check after each turn.</p>
48	<p>The Cloak of Obscurity is a gray-colored cloak with a hood and a simple tie at the neck. It would be difficult to guess the exact color gray as it seems to keep shifting amongst many variations.</p> <p>The attuned wearer gains a +2 to AC, and Dexterity-based saving throws as the shifting colors make it difficult to focus clearly on the wearer.</p>
49	<p>The Socks of Invulnerability is a simple set of socks made of a golden material that fits snugly and comfortably. The material is very thin yet extremely strong and seems damage-proof.</p> <p>Once per day, the attuned wearer can claim the power of the socks and become resistant to all damage types (per the potion of invulnerability) for one minute.</p>
50	<p>The Shield Gloves is a set of gloves made of thick yet supple lamb leather. They have been dyed deep mahogany and covered with a rune on each middle knuckle.</p> <p>The attuned wearer can turn either glove into a small shield as a bonus action gaining a +2 to AC until the shield is dismissed. These gloves work for all classes. While the wearer can turn both gloves into shields with two bonus actions, the wearer only gains the AC bump from one. It cannot be doubled up.</p>
51	<p>The Apron of Boiling Agony is a white apron with the images of four bubbling pots over fires scattered around it.</p> <p>The attuned wearer can use an action to cast a ranged attack spell that shoots out a 10' cone of boiling oil. Everyone who fails a DC 16 Dexterity saving throw takes 3D8 HP damage and an additional 2D8 HP damage on the next round. Those who make their saving throw take half damage. When the spell is cast, one image disappears from the apron. When all are gone, the apron is inert. The apron gains one daily charge but can never have more than four charges.</p>
52	<p>The Pants of High Waters is a set of grayish-blue pants with a string at the waistline to tie them into place. The pants only go down to mid-calf on whoever chooses to wear them.</p> <p>As an action, the attuned wearer can cast water walk to walk on water up to three times per day. Once per week, as an action, the wearer can command the pants to flood the area. When used, an area up to 100'x100' floods with six inches of water, and a water elemental rises from the water. The water elemental is under the attuned wearer's command. The effect lasts for one minute, and then the water and elemental disappear.</p>
53	<p>The Corset of Flexibility is a delicate snake bone girdle with all the slats tied together with strips of silk.</p>

	<p>The wearer can use the magic of the corset to squeeze into impossibly small spaces. If at least six inches of space is available, the corset manipulates the wearer's structure to slide through like a snake.</p>
54	<p>The Trenchcoat of Usefulness is a medium-weight wool trenchcoat with two pockets, one on each side at about hip height. It has a rope to tie it closed.</p> <p>The wearer can use an action to reach into one of the pockets of the trenchcoat and pull out just about any small mundane object, type of food, tool, or other items found in the common object tables. Weapons, armor, shields, and other large objects cannot be found in the pockets.</p>
55	<p>The Vest of Curse Reflection is a checkered silver and red vest with two buttons down its middle.</p> <p>If a curse is directed at the wearer, the curse bounces back on the originator. If the originator cannot be cursed, the effect simply dissipates. This vest works for all curses, including lycanthropy and cursed weapons.</p>
56	<p>The Shoes of Repellance is a set of ratty-looking leather shoes well past their prime. They have many holes in them, including in the soles (but are still surprisingly comfortable.)</p> <p>The wearer can use a reaction to cause the shoes to unleash a smell that can only be detected by oozes, slimes, and similar creatures. The odor extends in a 10' circle from the wearer, and none of these types of creatures can approach. The effect lasts for one minute and follows the wearer around. If the wearer approaches a slime, it will use its movement to escape the noxious cloud but can still make an attack action.</p>
57	<p>The Tunic of Many Legs is an off-white tunic painted with a giant stylized spider. The spider is jet black with red and orange bands on its legs.</p> <p>The attuned wearer can use an action to polymorph into a giant poisonous spider for one minute. This ability can be used one time per day.</p>
58	<p>The Slippers of Wool are a simple pair of dirty-looking blue-white slippers with a wool-lined interior.</p> <p>The slippers give the attuned wearer resistance to cold-based attacks and protect the wearer from any effects of exhaustion in a cold environment.</p>
59	<p>The Gloves of Booming Might are dyed green wool and woven with brass threads.</p> <p>The attuned wearer can use an action to clap the gloves together and create a powerful sonic blast. It travels outwards from the gloves in a 30' cone. Everyone in that cone takes 2D6 of bludgeoning damage from the force of the sound waves and must make a DC 16 Constitution saving throw or go deaf for one minute. The gloves can be used once per day.</p>
60	<p>The Dress of Charms is a simple, dove-grey form-fitting gown that allows unrestricted movement.</p>

	<p>The attuned wearer can use its three daily charges in two ways. An action can be expended to cast a charm person spell at the fifth level. A reaction can be used to automatically succeed against a charm person spell cast against the wearer of the dress. The charges are regained every morning.</p>
61	<p>The Cloak of Tracking is made from the pelt of a Dire Wolf. The two heads rest on the wearer's shoulders, and the tail almost drags on the ground.</p> <p>The owner gains advantage on any tracking ability checks regardless of the terrain.</p>
62	<p>The Cape of Lightness is a simple lavender cape tied around the neck with a clasp shaped like a boulder.</p> <p>The cape triples the wearer's carrying capacity.</p>
63	<p>The Belt of Infinity is a thin silk rope with a silver hook on one end and a bronze clasp on the other.</p> <p>The belt can be removed and stretched to an immense length, giving the wearer a rope that can be made hundreds of feet long. As the rope is pulled from the clasp, it thickens to make it ideal for climbing. However, as the rope extends, its weight increases, so the clasp must be firmly attached to something, so the rope isn't dropped. Once the rope is finished being used, a tug on the silver hook turns it back into a simple belt.</p>
64	<p>The Blade Boots is a set of knee-high supple leather boots. They are pretty scuffed but still in excellent condition. The soles of the boots are slightly thicker than usual.</p> <p>As a bonus action, the attuned wearer can command the boots to exude razor-sharp +2 blades and give the wearer unusual flexibility in the legs. This flexibility allows the wearer to make an additional attack per round. The blades are treated as standard melee weapons and have a base damage of 1D6.</p>
65	<p>The Shirt of Attraction is a gorgeous silk shirt dyed deep red. It has ivory buttons and is perfectly fitted to the wearer.</p> <p>This shirt forces all enemies within 20' of the wearer to attack the wearer or suffer disadvantage on attack rolls against anyone else.</p>
66	<p>The Slippers of Balance is a set of soft green velvet slippers decorated with stylized butterflies and caterpillars.</p> <p>The wearer can cross any weight-bearing structure, even one as thin as one inch across, as though it were a wide path with no danger of falling.</p>
67	<p>The Gloves of Greed are a set of platinum-colored gloves with gold threads weaved throughout.</p> <p>The wearer becomes very interested in treasure and wants to keep track of the party's wealth. As the gloves touch each piece of treasure, the treasure's value is calculated and added to a running total that shows up on the glove's surfaces. If treasure that the gloves</p>

	<p>have touched is spent, stolen, or otherwise removed from the party, the running total deducts that amount.</p>
68	<p>The Socks of Cleanliness is an ordinary-looking pair of white knit socks made out of soft cotton infused in a solution of silver that impregnates the cotton with delicate flakes of silver.</p> <p>The socks give the wearer immunity to all diseases. Additionally, they keep the wearer clean, working to wick away sweat, body odor, dirt, blood, and other undesirable stains and bits of matter.</p>
69	<p>The Boots of Perpetual Motion are a pair of boots made from ostrich skin and decorated with the image of an ostrich running at full speed.</p> <p>The boots triple the wearer's normal movement speed and allow the wearer to move fast enough to run on top of small water areas no more than 50' across.</p>
70	<p>The Slippers of the Leprechaun are a set of simple slippers made of white felt.</p> <p>A four-leaf clover forms on each slipper when the wearer is within 100' of a treasure. The clovers act as both directional and closeness aids. The clovers become more complete the more closely aligned the slippers get with the direction of the treasure. As the wearer gets closer to the prize, the clovers get bigger. By following these clues, the slippers lead the wearer right to the location of the spoils.</p>
71	<p>The Cap of Excess is an oddly small light orange cap that stays on the wearer's head by a silk strap looped under the chin.</p> <p>Once per day, the wearer can take the hat off, turn it upside down and find a small treasure of gold coins. The number found is 4D6+2. Each is a coin that is currently in general circulation in the area.</p>
72	<p>The Gloves of the Counterfeiter are a set of white gloves with several ink stains on them.</p> <p>The gloves allow the wearer to counterfeit official documents, signatures, and seals perfectly.</p>
73	<p>The Robes of Delight are a gradient shading of blue from dark to light. Several couples dancing wildly to the strains of unheard music are styling the cloak further.</p> <p>The attuned owner of the robes can cast a dancing spell against a target as an action. If the target fails a DC 14 Wisdom saving throw, the target begins to dance the waltz along while calling out to one and all to join the dance. The target can take no other action. At the end of each of the target's turns, it can reroll the saving throw. The spell effect lasts one minute.</p>
74	<p>The Boots of Striding are a set of tan leather boots engraved to show a variety of outdoor scenes; walking through the forest, fishing on a lake, walking in a swamp, and others.</p>

	<p>The boots grant the user two abilities. The first is the longstrider ability which increases the wearer's movement by 10' while worn. The second is walking on any surface without fear of slipping or sinking. The user can easily cross with no movement penalties, whether water, swampland, quicksand or any other solid or liquid surface.</p>
75	<p>The Cloak of the Forest is an Elven creation. It is deep green with vines, leaves, and flowers adorning it. The entire presentation is quite stunning.</p> <p>The cloak allows the attuned wearer to step into any vegetation regardless of size and step out up to 30' away as long as there is vegetation at that spot. It takes a bonus action to use this feature. Additionally, the wearer gains advantage on stealth rolls in forest environments.</p>
76	<p>The Shoes of Lightness are simple shoes with a thick leather bottom and uppers made of eagle hide. The uppers are decorated to look like an eagle diving toward the ground.</p> <p>The wearer gains the ability to control descents up to three times per day. The wearer can choose to descend up to 120' per round and land as lightly as a feather. The wearer cannot carry anyone or be encumbered while using this ability.</p>
77	<p>The Gloves of Sticky Fingers is a set of gloves made of finely worked deer leather, with the fingertips made of preserved and tanned slug's feet.</p> <p>The gloves give advantage when picking pockets or otherwise stealing small items. They also give advantage when climbing vertical surfaces.</p>
78	<p>The Collar of Silence is a thin purple collar with a cloth-covered button to attach it at the front of the neck.</p> <p>The attuned wearer can use an action to create a sphere of silence that lasts for one minute or until dismissed. It is 15' in diameter and centered on the wearer. If the wearer moves, the sphere of silence also moves to maintain that 15' diameter sphere. The ability can be used twice daily.</p>
79	<p>The Boots of Levitation are made with cork bottoms and blue cloth uppers. The laces are curled and look like springs.</p> <p>Once per day, the wearer can lift and transport up to 500 pounds of goods for ten minutes as though they weighed only ten pounds. The goods must be packages so the entirety can be considered one piece. Carrying several loose items does not work.</p>
80	<p>The Headband of the Night is a jet-black headband with a half-opened red eye embroidered into it.</p> <p>The attuned wearer can cast darkness to a 15' radius twice daily. The effect lasts for one minute and follows the wearer. While in this sphere of darkness, the wearer can see perfectly and has advantage on all attacks on any target that cannot see in magical darkness.</p>

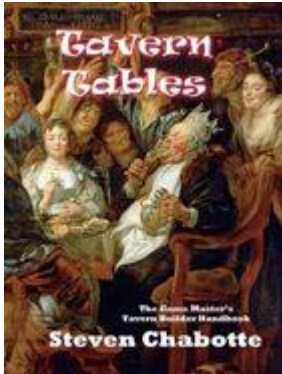
81	<p>The Slippers of Free Movement are a delicate pair of slippers, similar to a set of ballet pointe shoes. They are off-white and have brown twine drawstrings to keep them secure on the feet.</p> <p>The wearer can move through the space of any sized creature with no movement penalty.</p>
82	<p>The Hat of the Frozen Steppe is made from an arctic fox's fur and is shaped like a coonskin hat with the fox's tail drooping down its back.</p> <p>As an action, the attuned wearer can take the hat off and point its open end in a direction to cast a blizzard in a 30' cone. Everyone in the cone must roll a DC 17 Dexterity saving throw or take 6D8 damage. Those who succeed take half damage. The hat can be used twice per day.</p>
83	<p>The Scarf of Disarming is a long rainbow-colored wool scarf. The fringe at each end consists of dozens of wool threads eight inches long.</p> <p>The attuned wearer can use an attack to flick the scarf up to ten feet. On a successful hit, the fringe wraps around the target's weapon and pulls it out of the target's hand, tossing it 20' away.</p>
84	<p>The Gloves of the Ram is a set of horn-white gloves made of white leather with a very thin layer of padding.</p> <p>Once per day, the user can use an action to charge the gloves, slam them into an object or creature, and cause 8D8 HP damage. Its primary purpose is to smash open stuck doors, but it is also very effective as an attack action.</p>
85	<p>The Boots of Stomping are dark gray leather with white fur trim. They are engraved with clouds with lightning bolts traveling towards the bottom.</p> <p>When the attuned wearer stomps a foot, the stomp releases a thunderwave per the thunderwave spell.</p>
86	<p>The Trackless Mocassins are deerskin mocassins, supple, light tan, and tied with leather laces.</p> <p>The wearer can travel anywhere without leaving a trace. Additionally, the wearer has a +5 to all stealth rolls.</p>
87	<p>The Robe of Eyes is a deep black robe decorated with eyes. Some are wide open, and others are shut tight. It attaches around the neck with a clasp that looks like an open eye.</p> <p>Once per day, the attuned wearer can call forth the power of the robe and blink per the spell. The effect lasts for one minute. The eye clasp blinks every time the wearer blinks out of existence as the magic activates.</p>
88	<p>The Gloves of Blending are a set of rough cotton gloves. The left glove is black with white runes embroidered on it, and the right glove is white with black runes embroidered on it.</p>

	Once per day, the attuned wearer can weave any two known spells together as an action allowing the wearer can cast two spells in one round.
89	<p>The Shirt of Action is a silk shirt painted with various colorful martial scenes.</p> <p>Once per day, the attuned wearer can use the fighter class action surge ability to gain an additional action on a turn.</p>
90	<p>The Headband of Cooling Draughts is a thick headband made of absorbent material. When it is dry, it is black. As it charges, it becomes more white until it is finally snow white.</p> <p>The headband charges up to three times per day. When it is fully charged, it keeps the wearer cool. Additionally, the wearer can squeeze the liquid into someone's mouth to reverse one level of exhaustion (or to quench a thirst.) Once the liquid is squeezed out, it turns black and needs to recharge, which takes about eight hours.</p>
91	<p>The Gloves of Shocking are jet black leather gloves with lightning bolts running down the fingers.</p> <p>The attuned wearer can use the gloves to give targets a real shock per the shocking grasp spell. Additionally, once per day, they can be pointed in a direction and shoot out a bolt of lightning per the lightning bolt spell.</p>
92	<p>The Cap of Many Views is a grey felt cap with images of four eyes engraved in it, one every ninety degrees.</p> <p>When worn, the wearer cannot be surprised and gains advantage on initiative rolls.</p>
93	<p>The Mufflers of the Bat is a set of gray-brown padded cloth disks attached to a band that lets the disks sit on the ears. Each disk is vaguely bat-ear-shaped.</p> <p>The attuned wearer gains the hearing abilities of a bat and can use sonar sense to see everything in every type of lighting condition, even magical darkness. The sonar can also see around corners and behind objects, effectively nullifying the advantage of cover.</p>
94	<p>The Trenchcoat of Spikes is a maroon woolen coat. The color is mottled as though it is the dried residue of past blood stains.</p> <p>The attuned wearer can use an action to cause the trenchcoat to grow dozens of spikes around the wearer in a ten-foot radius. Any creature in that that fails a DC 14 Dexterity saving throw is impaled by the spikes and takes 2D6 HP piercing damage. Those who succeed take half damage. The spikes immediately retract back into the trenchcoat, but the attack's effect continues. For the next three rounds, the wounded continue to lose blood and take 1D6 of general damage on each round. This attack can be used twice daily.</p>
95	<p>The Everchanging Scarf is a four-inch wide silk scarf of indeterminate color. Every type one looks at it, the color seems slightly different, even in the same light.</p> <p>The attuned wearer can use the scarf's powers to cause a disguise to form that is undetectable. The magic transforms the user into the new shape (as long as it is a similar</p>

	weight) along with all the mannerisms, speech patterns, and typical accents of the new form. It is similar to a polymorph spell in that it isn't an illusion, but the wearer still retains all stats and abilities. The effect lasts for one hour.
96	<p>The Gloves of Stone are made of gray-white leather with etchings to make them look like stone.</p> <p>The attuned wearer can touch a target and cause it to be petrified if it fails a DC 15 Constitution saving throw. The petrification effect lasts for one minute. The target can reroll the saving throw with disadvantage at the end of its turns.</p>
97	<p>The Robe of Repetition is a light blue and yellow striped robe made of dyed cotton tied at the waist with a simple clasp that looks like a dagger.</p> <p>The attuned wearer can activate the robe once per day. The robe spits out a dagger each round under the wearer's command. As a bonus action, the wearer can command all the daggers currently active to attack any single creature within ten feet. The daggers are considered magical but have no additions over and above the ranged attack roll of the wearer. This ability lasts for one minute, after which the daggers disappear.</p>
98	<p>The Gloves Of Shattering is a set of blue-white cotton gloves covered in gold thread embroidered runes.</p> <p>Once per day, the attuned wearer can use an action to point to a 10'x10' section of wall or ceiling up to 60' away and cause it to shatter, tossing shards 20' in all directions. Anyone in their path who fails a DC 17 Dexterity saving throw takes 8D6 HP damage. Those who succeed take half damage.</p>
99	<p>The Belt of Sharpness is a flexible adamantite belt with a buckle that looks like a small sword's handle.</p> <p>As a bonus action, the attuned wearer can pull the belt out and have it form into a +2 long sword. In addition to being a powerful melee weapon, it also is a life drainer. For every two HP of damage it causes, the wearer heals by one HP.</p>
100	<p>The Trousers of Impossibility is a set of pants with a single pocket. They are made of bleached linen and are rough and slightly itchy.</p> <p>Once per day, the attuned wearer can reach into the pocket and pull out a random potion. The possible potions include animal friendship, clairvoyance, climbing, diminution, fire breath, flying, gaseous form, giant strength (hill), growth, healing, heroism, invisibility, invulnerability, longevity, mind reading, poison, resistance, speed, and vitality. The potion must be used before midnight, or it disappears.</p>

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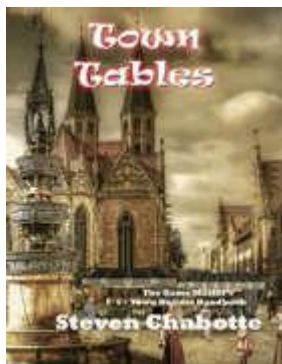


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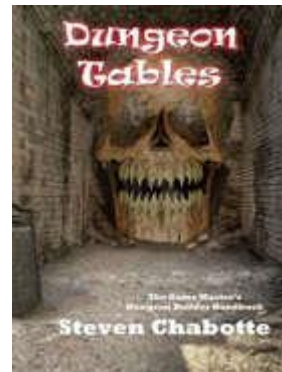


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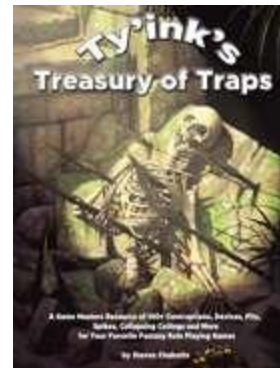


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